Games of the
XXIIIrd Olympiad
Los Angeles 1984

JOC-LL-31-83-1

（これは、もうスポーツだ！）

熱い一瞬が、そのままビデオゲームになった。

VIDEO GAMES

HYPER OLYMPIC

ハイパー・オリンピック

Konami®

- 100m DASH
- LONG JUMP
- JAVELIN THROW
- 110m HURDLES
- HAMMER THROW
- HIGH JUMP



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FOR MORE EXCITING PLAY. FOR MORE EXCELLENT INCOME.

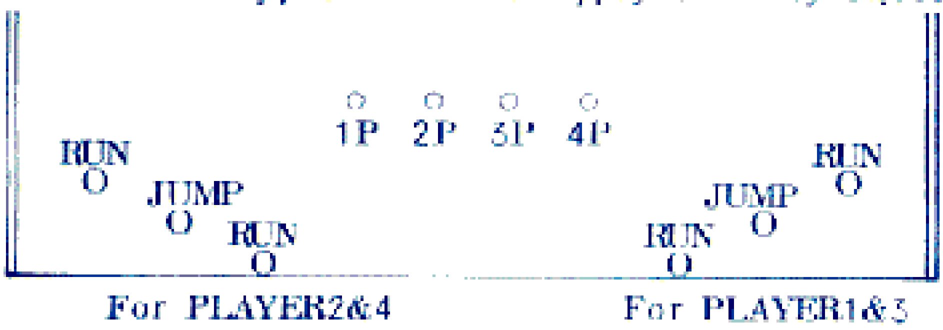
(1) The biggest feature of this game is that it can be played by four people simultaneously. This guarantees exciting play as well as excellent income.

(2) High scores of two hundred people and the best records of three players in each game will be kept for a long period of time even after the power is turned off. Accordingly players can confirm improvement of their own skills by comparing with past records. This serves to prolong their interest in the game.

(3) KEY SWITCHES are required to have the following characteristics.

- Capability of quick repetition
- Light key touch
- Safety for fingertips
- Long life
- Clicking sound which makes the game more exciting

If necessary, Konami can supply such key switches.



(4) In order to keep the game played by two or more players, the following disposition is recommended. There are two RUN BUTTONS so that the player may use either his/her either right or left hand.

Be careful enough when handling the P.C. Boards in order to avoid DANGER and/or DAMAGE.

(1) Whatever kind of maintenance should be started after pulling the power cord off the AC-line outlet.

(2) Confirm the right side and the other side of the cardedge connector.

(3) Electro-static is apt to destroy circuit components, especially CMOS IC. So be careful when it touches your fingers or a circuit tester. Val-Vol cannot be used.

(4) There is a battery(button type) on the P.C. Board to keep the players' data even during blackout.

Be careful not to short it.

Technical Information

(1) Ranking data should be initiated as follows.

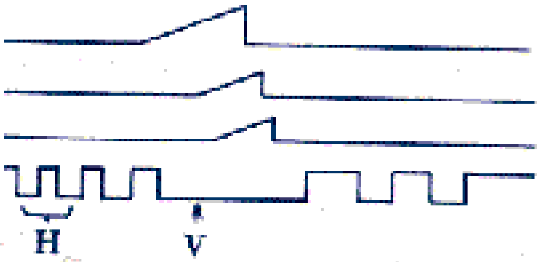
1) POWER OFF
2) Take out the P.C. Board.
3) Turn on the 5th of DIP SWITCH No.2.
4) Set the P.C. Board.
5) POWER ON
6) Confirm that all ranking displays show '10000'
7) POWER OFF
8) Take out the P.C. Board.
9) Turn off the 5th of DIP SWITCH No.2.
10) Set the P.C. Board.

(2) Required Power Capacity

1) GND-VCC 5V 5A or more
2) GND-(+12) 12V 2A or more

(3) Output

R(red) analog, positive
G(green) analog, positive
B(blue) analog, positive
Sync. H-V complexed, negative



(4) Wiring of the key Switch 'RUN'

Wiring should be done with the left one of the two RUN keys as RUN1 and the right one as RUN2.
Refer wiring Diagram.

(5) Adjusting Volume

Turn the volume right and it becomes louder.

PLAY INSTRUCTION

* Tap (RUN), and the player will run.
* Push (JUMP), and the player will jump or throw.
* Keep pressing (JUMP), and the angle will go higher.
* The game will be over when you cannot reach QUALIFY.

[1] 100m DASH

* You will be disqualified by flying 3 times! * Keep tapping (RUN)!

[2] LONG JUMP

* Tap (RUN), and then push (JUMP). * The angle is determined by how long you press (JUMP)

[3] JAVELIN THROW

* Accelerate the player with (RUN). * Press (JUMP) and release it at the desired angle.

[4] 100m HURDLE

* Keep tapping (RUN) and then push (JUMP), and the player will jump.

[5] HAMMER THROW

* Push (RUN) and start! * Press (JUMP) at the right moment, and release it at the desired angle.
* Be careful not to make the angle too high.

[6] HIGH JUMP

* Push (RUN) once and start. * FOUL is limited to 3 times.
* Only in HIGH JUMP, you can change the angle by pushing (JUMP) as often as you like.

DIP SWITCH 1

1. COIN 1 SW SET

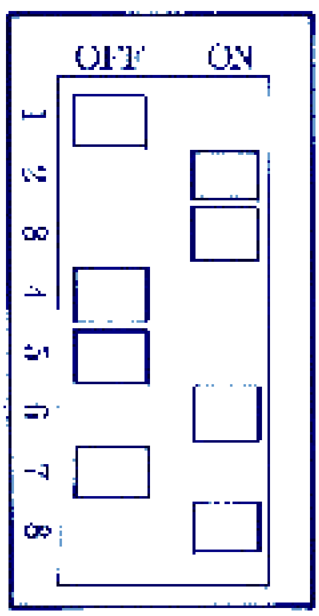
SW	4	3	2	1	COIN	PLAY
	OFF	OFF	OFF	OFF	1	1
			OFF	ON	1	2
			ON	OFF	1	3
			ON	ON	1	4
	OFF	ON	OFF	OFF	1	5
			OFF	ON	1	6
			ON	OFF	1	7
			ON	ON	2	1
	ON	OFF	OFF	OFF	2	3
			OFF	ON	2	5
			ON	OFF	3	1
			ON	ON	3	2
	ON	ON	OFF	OFF	3	4
			OFF	ON	4	1
			ON	OFF	4	3
			ON	ON	FREE PLAY	

2. COIN 2 SW SET

SW	8	7	6	5	COIN	PLAY
	OFF	OFF	OFF	OFF	1	1
			OFF	ON	1	2
			ON	OFF	1	3
			ON	ON	1	4
	OFF	ON	OFF	OFF	1	5
			OFF	ON	1	6
			ON	OFF	1	7
			ON	ON	2	1
	ON	OFF	OFF	OFF	2	3
			OFF	ON	2	5
			ON	OFF	3	1
			ON	ON	3	2
	ON	ON	OFF	OFF	3	4
			OFF	ON	4	1
			ON	OFF	4	3
			ON	ON	INVALIDITY	

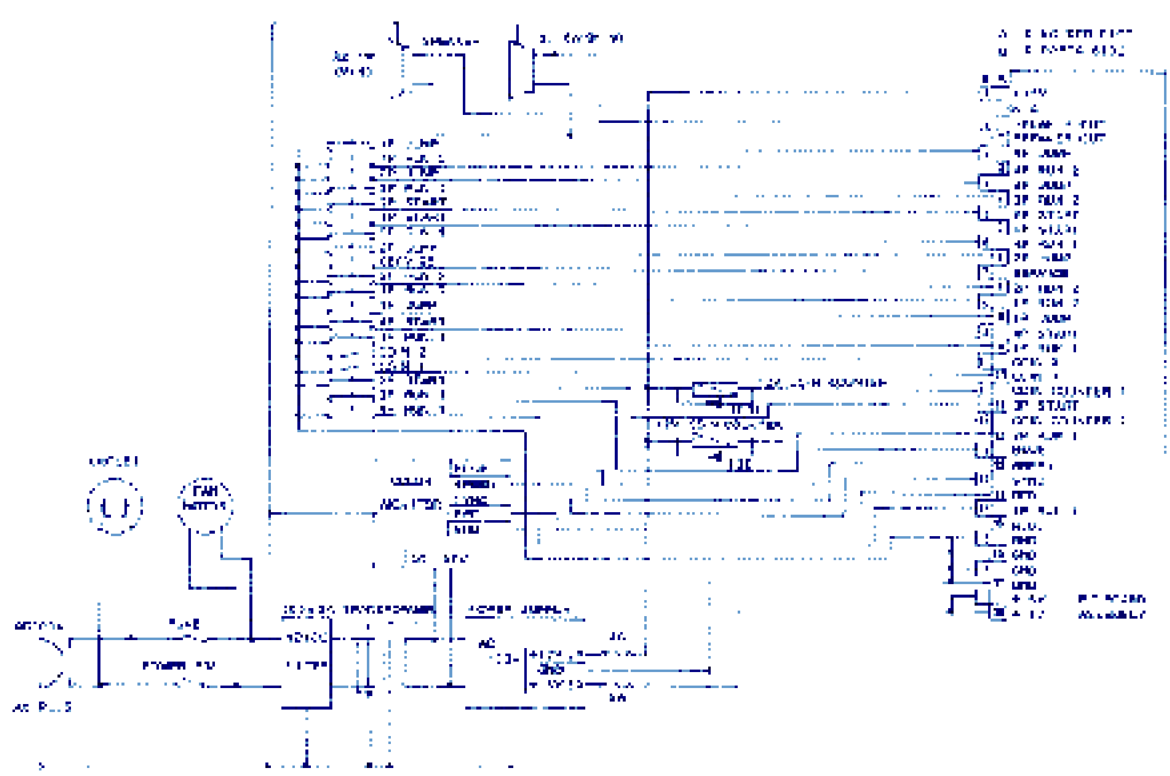
(ATTENTION) FREE PLAY MEANS THE SITUATION, YOU CAN PLAY WITHOUT PUTTING ANY COINS IN.

DIP SWITCH 2



OFF				ON			
1 Athletes given.				2 Athlete given.			
No extended round permitted				Extended round permitted			
Table Type Enabled 4 control sets				Up-Right Type Enabled 2 control sets			
No bonus player				First at 100,000 Every at 100,000			
Effect at Power ON Data remained				Effect at Power ON All data initialized			
OFF OFF	Easy	ON OFF	Normal	OFF ON	Difficult	ON ON	very difficult
At attractive mode, no music				At attractive mode, sounds			

Upper setting of Dip switch shows normal condition.
When changing the difficulty, give your enough consideration.



NOTE

(1) 1P: No.1 player
2P: No.2 player
3P: No.3 player
4P: No.4 player

(2) BIN1: Left side key of "JUMP KEY"
BIN2: Right side key of "JUMP KEY"

(3) FOR UP-RIGHT TYPE CONSOLE WIRING.
Not needed wiring for 3P and 4P controls at all because No.3 and No.4 players can use 1P and 2P controls while UP-RIGHT type determined by Dip switch.

Hyper Sports / Track And Field Pinouts

(Konami 2P/4P sports games)

* = Used only in 4-player Table-top (Cocktail?) cabinet.
In 4P mode, screen is flipped for players 3 and 4

SOLDER SIDE		PARTS SIDE
--NC--	1	+12 V
Speaker out	2	Speaker out
* 4P Run 2	3	* 4P Jump
* 3P Run 2	4	* 3P Jump
1P Start	5	2P Start
2P Jump	6	* 3P Run 1
2P Run 2	7	SERVICE
1P Jump	8	1P Run 2
1P Run 1	9	4P Start
COIN 1	10	COIN 2
3P Start	11	COIN COUNTER 1
2P Run 1	12	COIN COUNTER 2
>GREEN<	13	>BLUE<
>RED<	14	SYNC
--NC--	15	* 4P Run 1
GND	16	GND
GND	17	GND
+5 V	18	+5 V

So the game needs 4 start buttons and 2 sets of 3 buttons for play (JUMP, RUN 1, RUN 2), Assuming dips are set for upright cabinet. If there's more than 2 players, players take turns at controls.